

FIG. 1
PRIOR ART

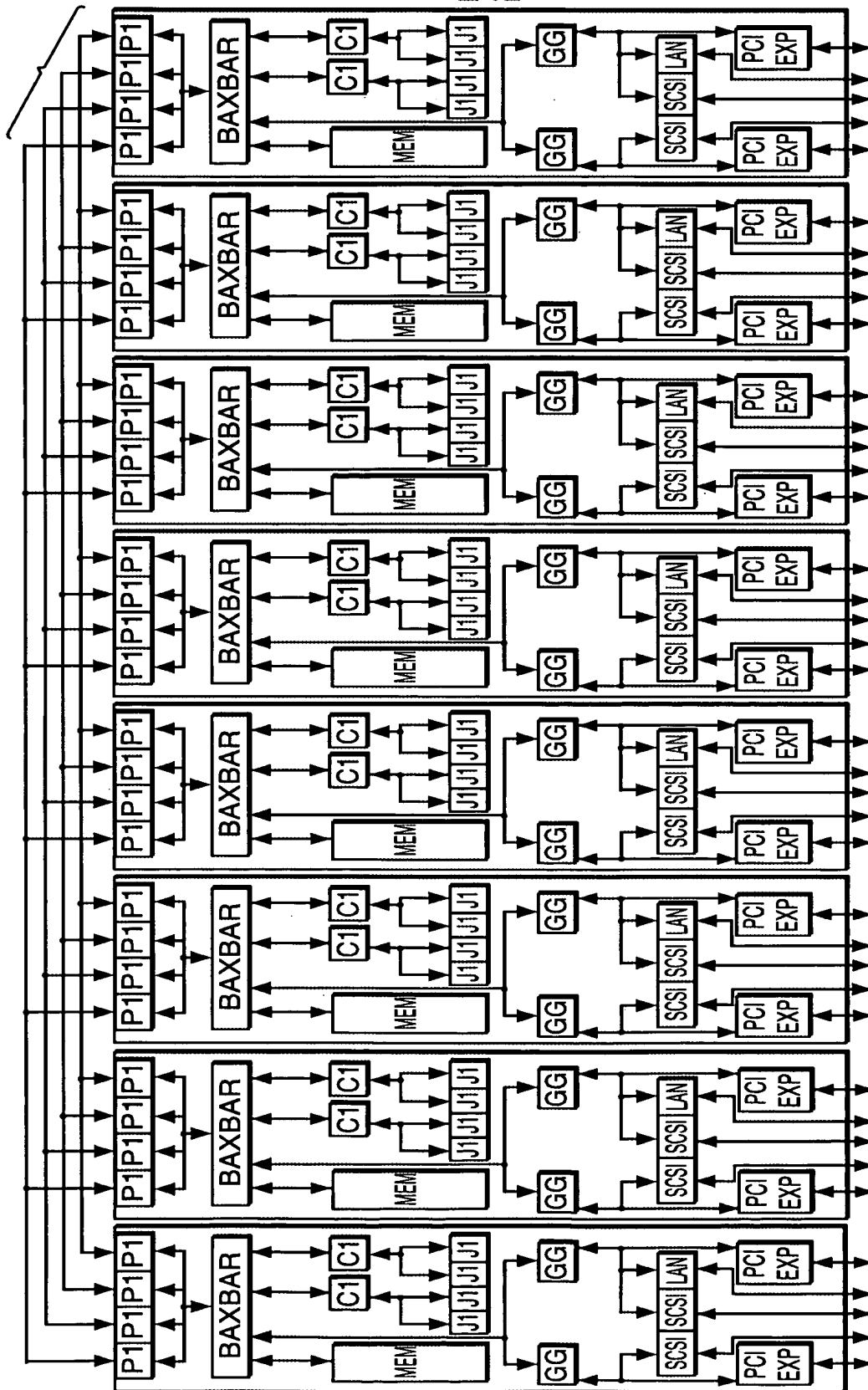


FIG. 2
PRIOR ART

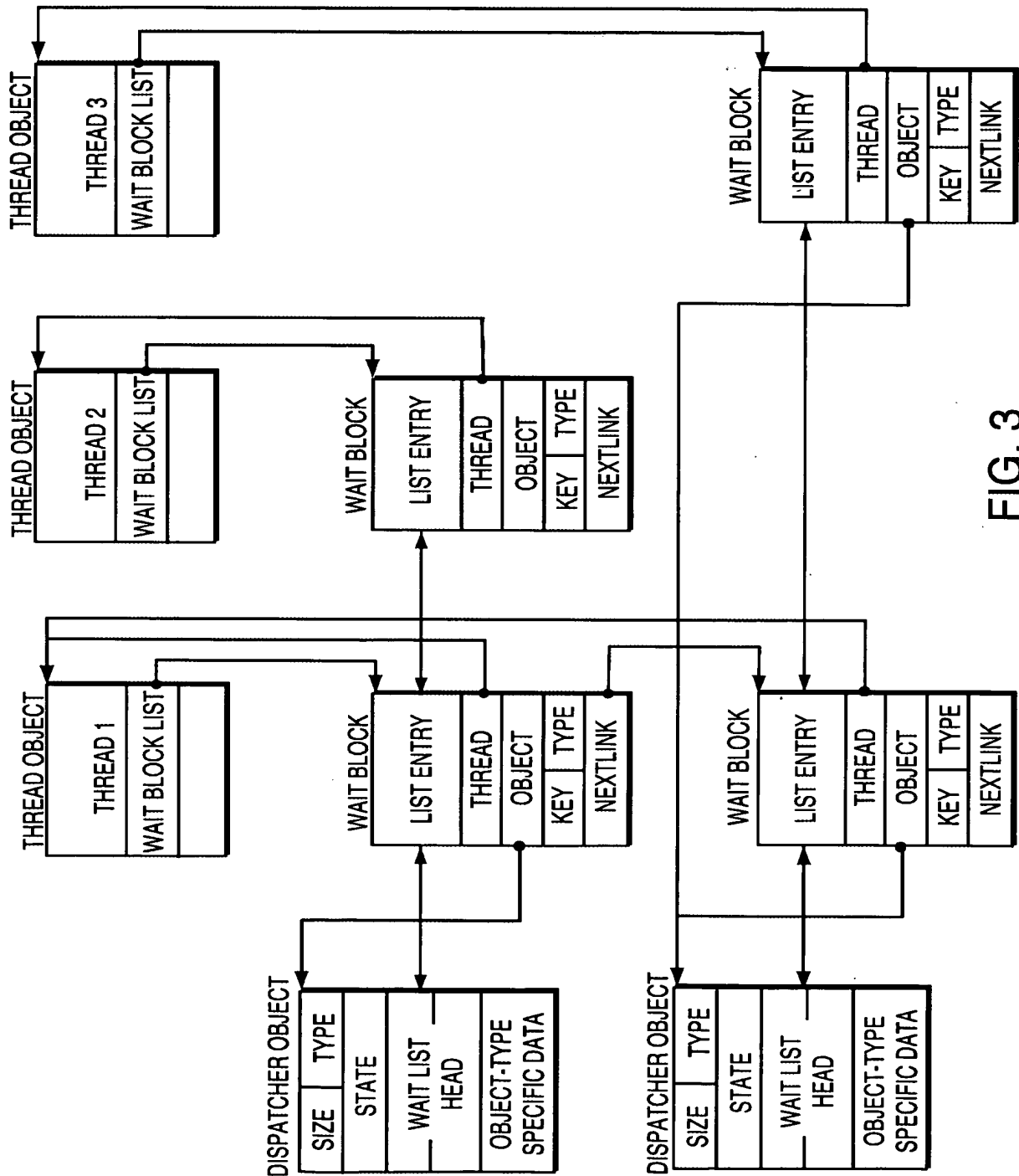


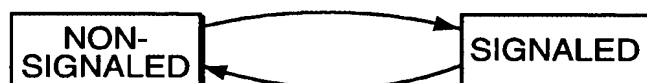
FIG. 3

EFFECT OF SIGNED
STATE ON WAITING
THREADSDISPATCHER
OBJECT

STATE CHANGE

MUTEX
(KERNEL-
MODE USE
ONLY)OWNING THREAD
RELEASES THE MUTEX.RESUMED THREAD
ACQUIRES THE MUTEX.KERNAL RESUMES
ONE WAITING
THREAD.MUTEX
(EXPORTED
TO USER
MODE)OWNING THREAD OR OTHER
THREAD RELEASES THE MUTEX.RESUMED THREAD
ACQUIRES THE MUTEX.KERNAL RESUMES
ONE WAITING
THREAD.

SEMAPHORE

ONE THREAD RELEASES THE
SEMAPHORE, FREEING A RESOURCE.A THREAD ACQUIRES THE
SEMAPHORE. MORE RESOURCES
ARE NOT AVAILABLE.KERNAL RESUMES
ONE OR MORE
WAITING THREADS.

EVENT

A THREAD SETS THE EVENT.

KERNAL RESUMES ONE
OR MORE THREADS.KERNAL RESUMES
ONE OR MORE
WAITING THREADS.EVENT
PAIRDEDICATED THREAD SETS ONE
EVENT IN THE EVENT PAIR.KERNAL RESUMES THE
OTHER DEDICATED THREAD.KERNAL RESUMES
WAITING
DEDICATED THREAD.

TIMER

TIMER EXPIRES.

A THREAD (RE)INITIALIZES
THE TIMER.KERNAL RESUMES ALL
WAITING THREADS.

THREAD

THREAD TERMINATES.

A THREAD REINITIALIZES THE
THREAD OBJECT.KERNAL RESUMES ALL
WAITING THREADS.

FIG. 4

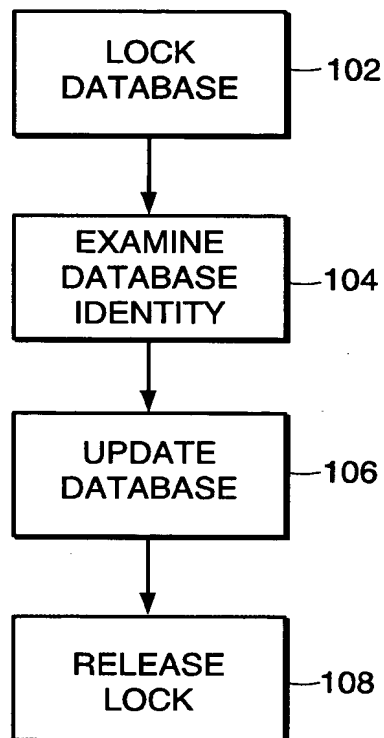


FIG. 5

FIG. 6A	FIG. 6B
FIG. 6C	FIG. 6D

FIG. 6

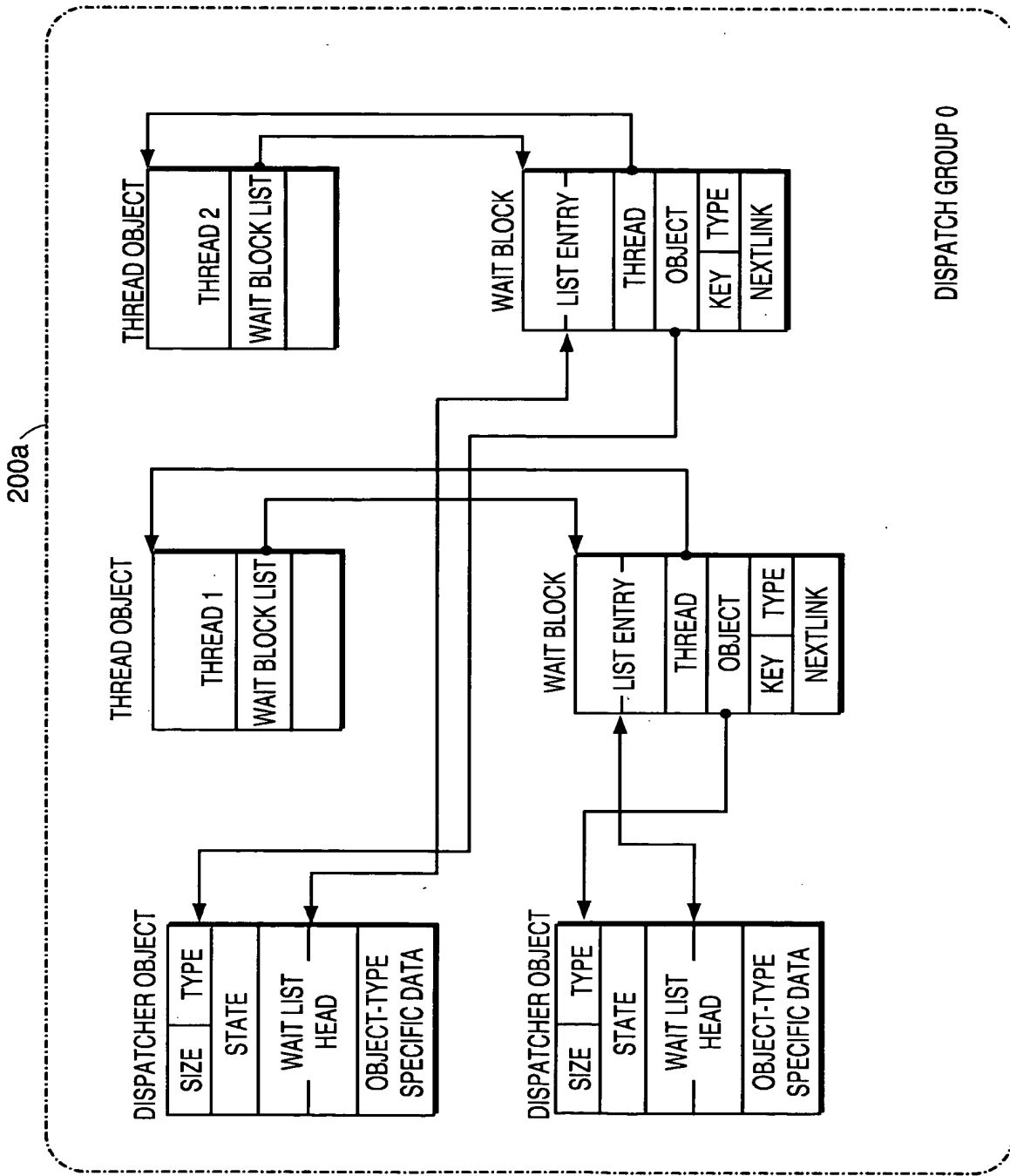
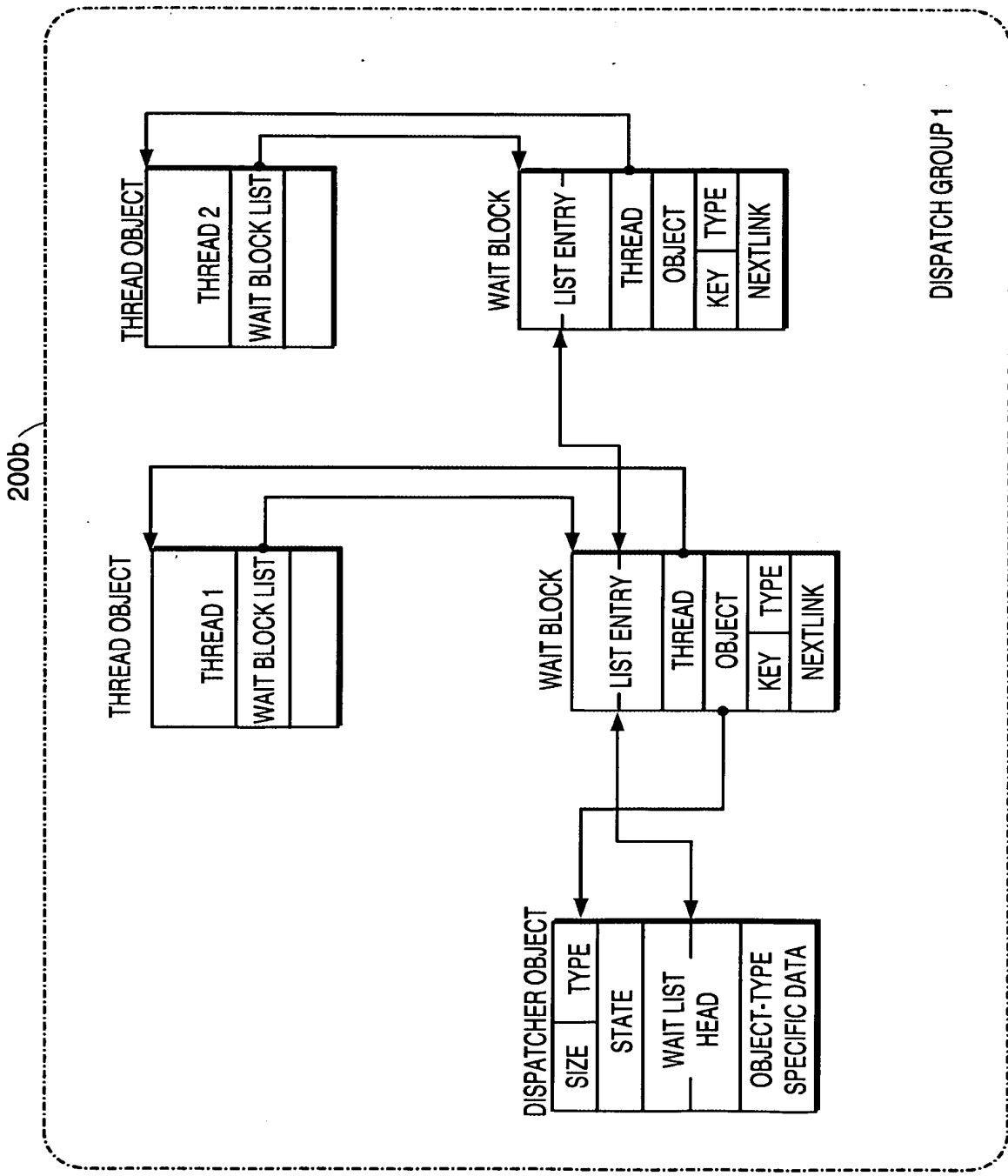


FIG. 6A

FIG. 6B



200c

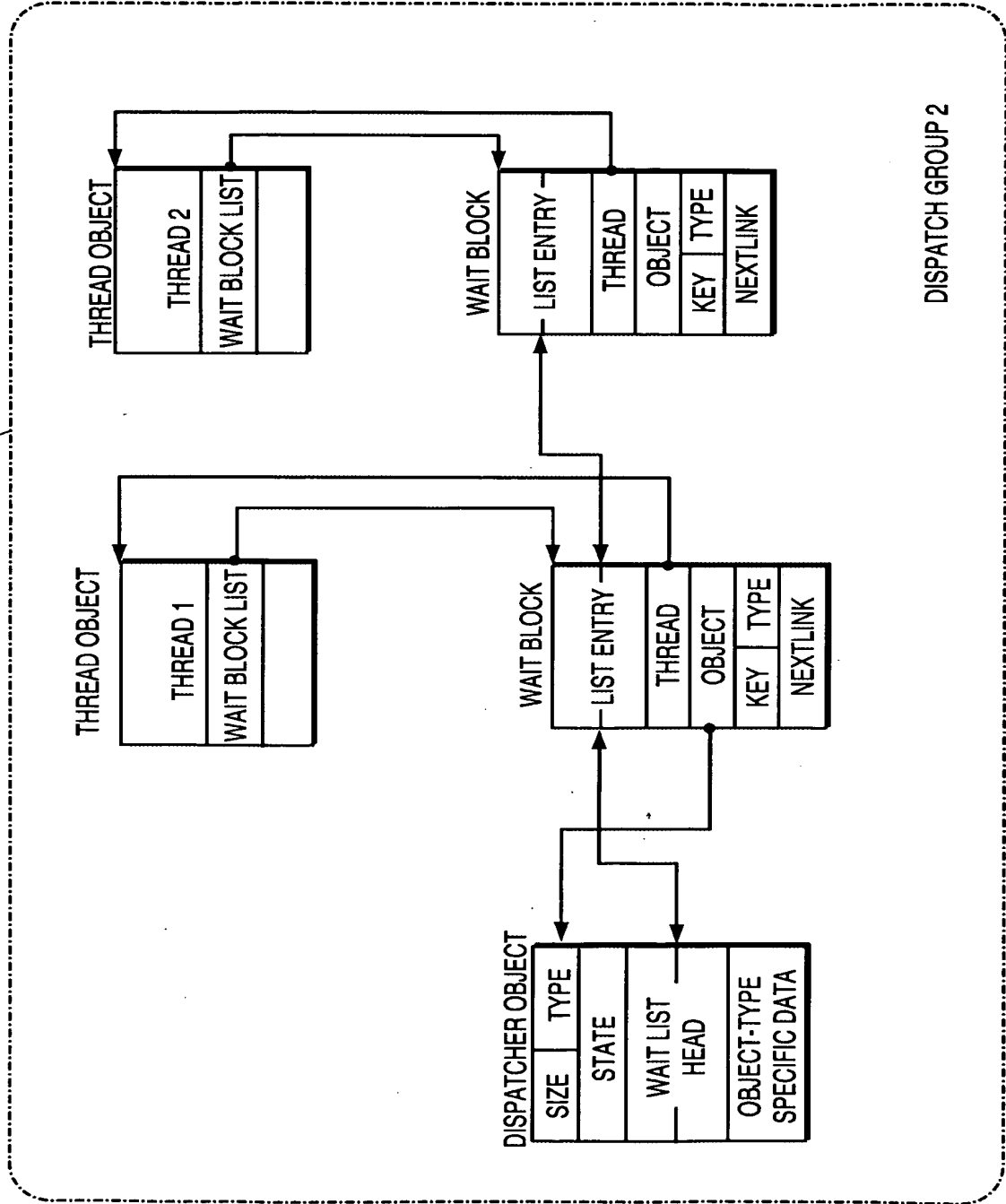


FIG. 6C

9/12

200d

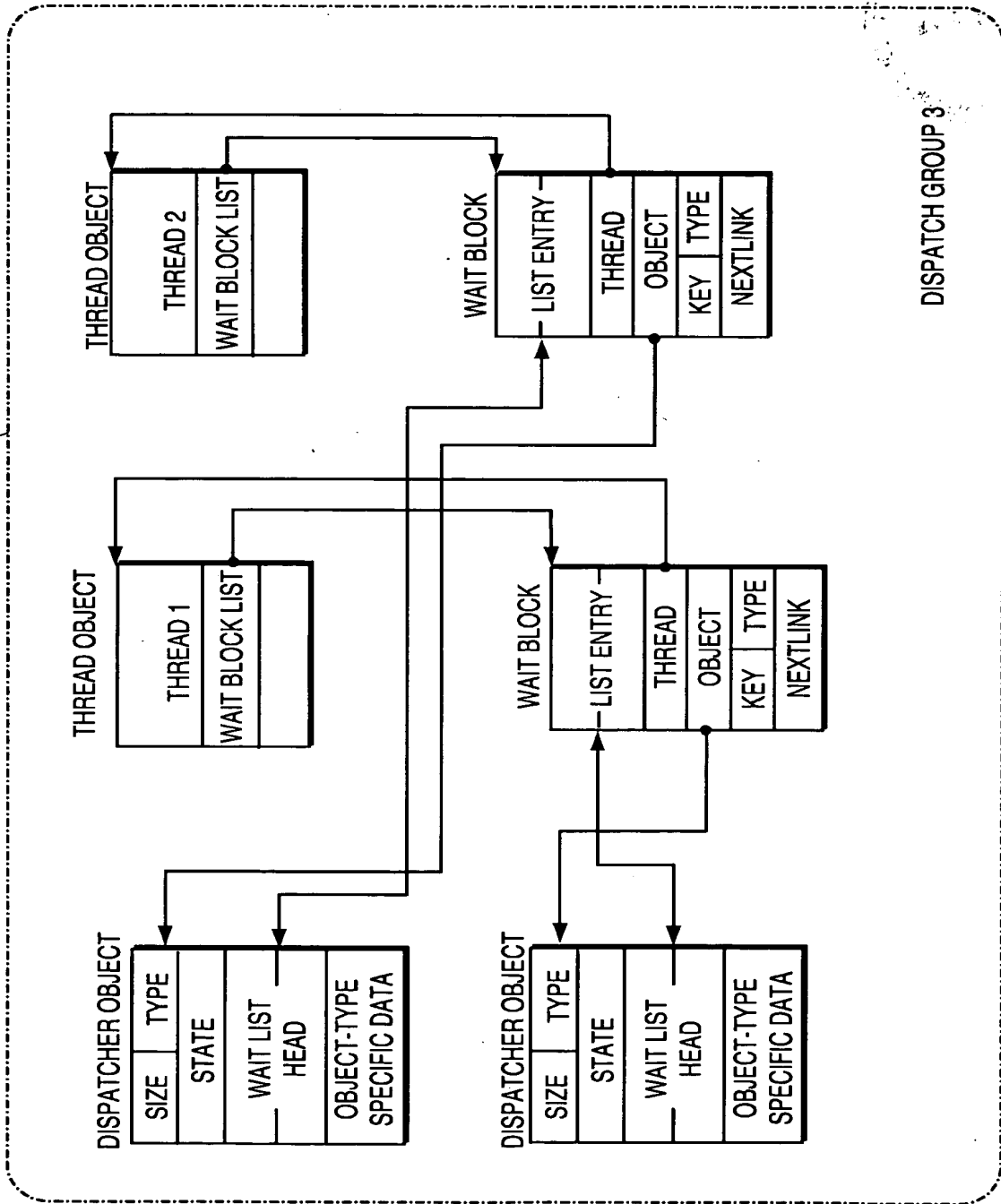


FIG. 6D

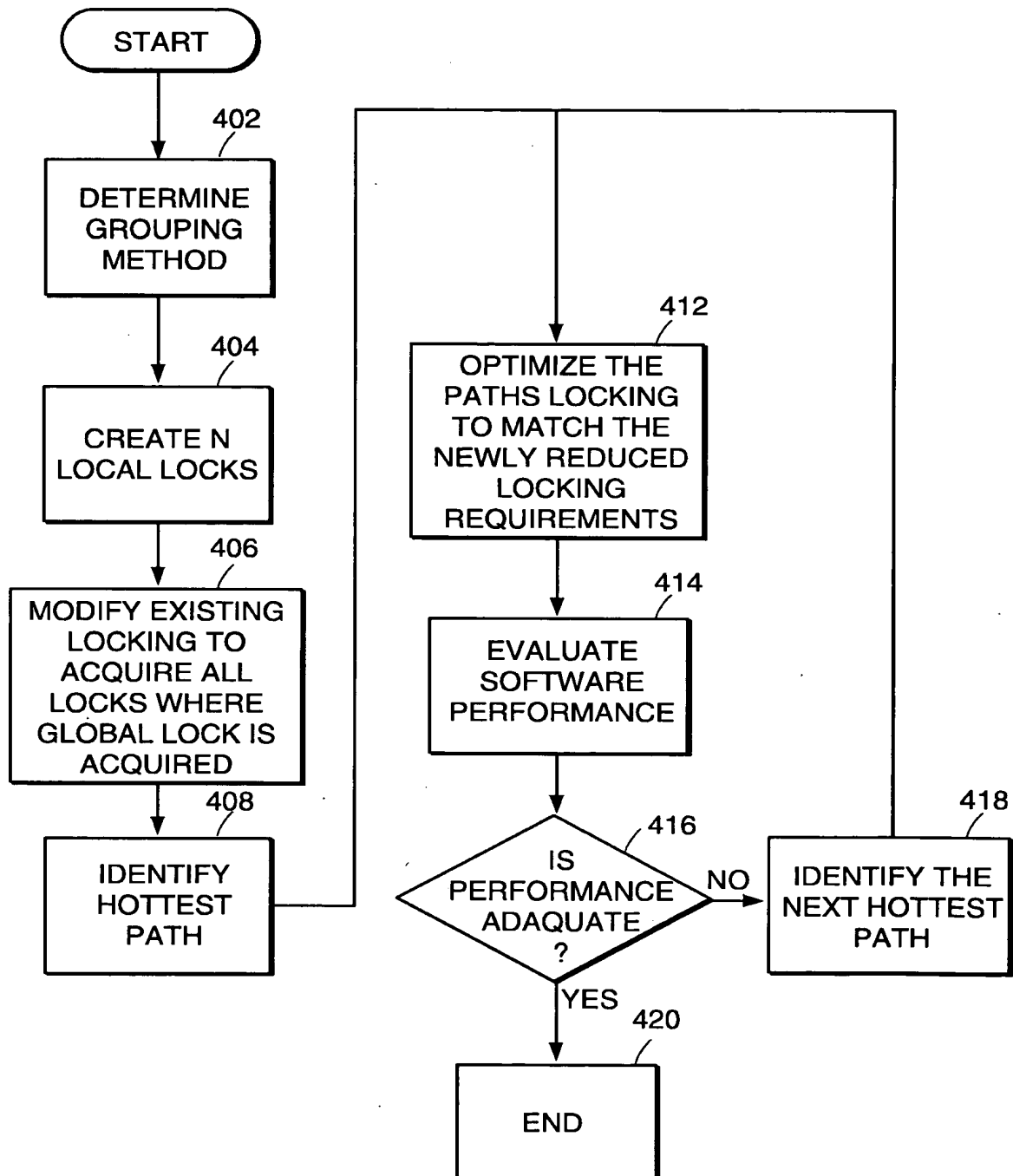


FIG. 7

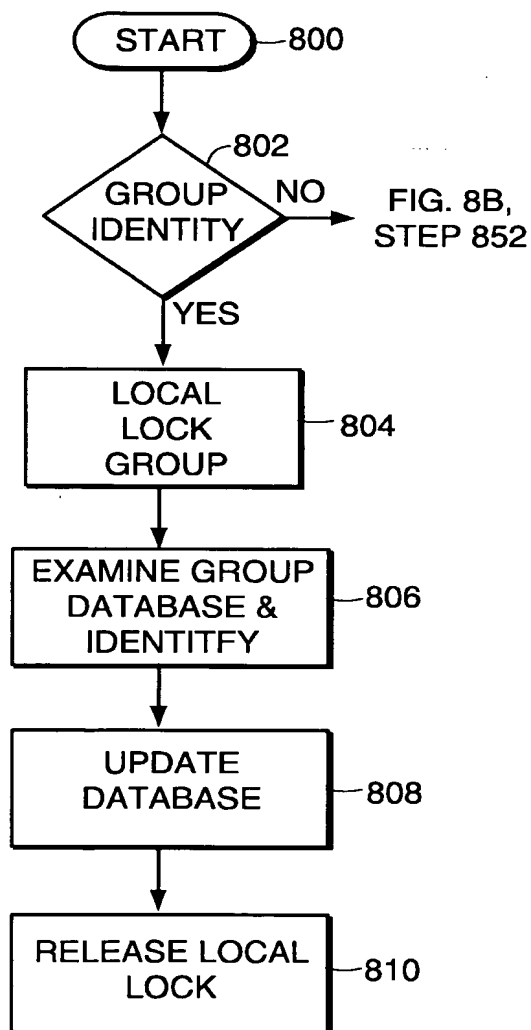


FIG. 8A

STEP 802, FIG 8A

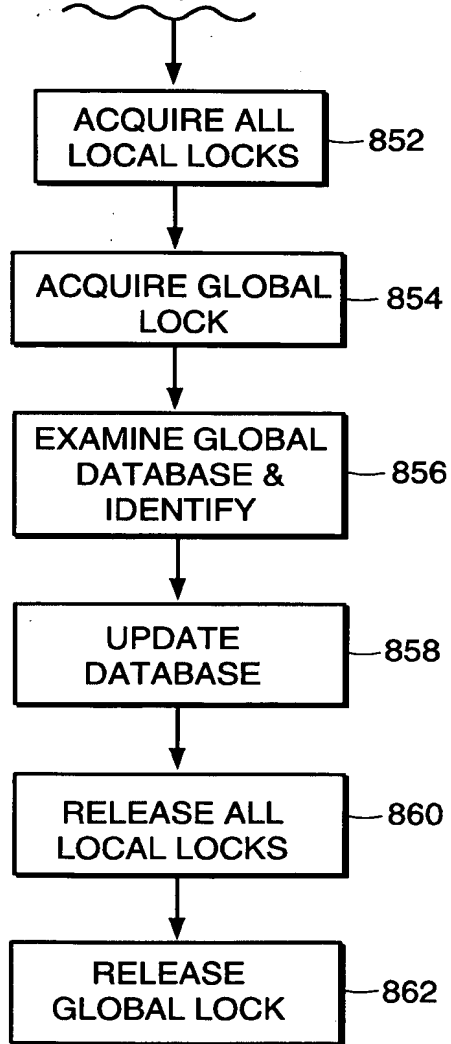


FIG. 8B